

ABSTRACT

A gaming machine has at least one video screen, but preferably three. One screen displays a primary game and the other two screens preferably display pay tables, a secondary game, or artwork related to the primary and/or secondary game. The content of the video screens is reconfigurable. The content may be downloaded over a network connecting a plurality of gaming machines to a central computer or the content of several different games may be stored locally within the gaming machine.

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